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Nemet

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Saskia's Free State—better known in its early years as the **New Saskia's Free State**, and later as the **Free Nemetian Republic**, the **Free Northern State**, and the **Free State of the North**—also referred to by various local human tribal groups that joined it´s population as **Saskianuna** (*land of Saskia*), **Smijaeana** (*land of the dragon*), or more commonly, after a few decades, simply **Nemet**, **Nemetia**, or **Nemetland**.

It is a republic located in the eastern reaches of the Far North of the Old Continent. It emerged from a failed utopian experiment led by Saskia—a half-green dragon, half-golden dragon soldier, known as the *Virgin of Aedirn*—who had originally attempted to establish a state in the Pontar region of the Northern Kingdoms.

That first attempt proved short-lived. Within mere months, it was destroyed by Nilfgaardian forces at the onset of the Third Northern War (1271–1272).

Nemet	
General information	
Variation(s)	Saskia´s Free State New Saskia's Free State The Nemetian Republic The Free Nemetian Republic The Free Northern State The Free State of the North Many more
Status	Republic (de facto until 1340, de jure after 1340) Balanced parliamentary monarchy (de facto after 1340)
Ruler	Dux/Duxea
Societal information	
Official Language	Nordlingaen Nemetian (language) [written

	form only]
Demonym	Nemetian
Religion	Everyone is free to practice their religion, however among the people of the tribes predominates a kind of cult to Saskia for her "abilities".

This forced Saskia and her followers to flee northward, into the harsh lands of the Far North, in pursuit of her vision: a utopia where all peoples could coexist in peace.

The migration was made possible by the dwarf Nemetius Nemetvyn Gibellini, owner of the Gibellini and Son bank, who financed the expedition. He believed deeply in Saskia's vision—driven in part by the trauma of losing his entire family during the fall of Vergen, the former capital of the first failed state.

Such was his commitment that Nemetius joined the journey himself in search of a new homeland. Tragically, he died along the way. In his honor, Saskia named the new country after him—a name that, over time, endured due to its simplicity.

Although this second attempt proved more successful than the first—particularly due to the absence of interference from the Lodge of Sorceresses—it still fell short of the utopia Saskia had envisioned. But despite that, the fledgling republic would become a haven for many marginalized groups from the North, including several mages as the first attempt originally intended.

However, their ambition, combined with the greed of the exiled members of the most influential dwarven clans, would eventually forge a powerful local elite comprised of the new industrial elite that emerged thanks to the country's rich mineral deposits. This influential and wealthy faction would eventually demand a more favorabe environment for its direct participation in politics, and in 1285 they persuaded Saskia to accept an arranged marriage with their most influential leader, Néstor Cyrus Greenbow and Dun Tynne, a powerful sorcerer well-connected in Kovir, who had become the expedition's primary financier after Nemetius untimely death.

Despite achieving a degree of stability and growth over time, a combination of multiple factors ensured that the state remained far from the harmonious ideal imagined by the hybrid dragon who founded it. Many would blame this situation on Saskia's own husband, who, after becoming Dux in 1285, assumed most of the political duties that had previously belonged directly to the founder of the republic.

With her focused primarily on military matters, while Néstor passive policies empowered the industrial elite that had emerged in the territory, allowing them

to directly influence his government. Consequently, they prioritized pragmatism and financial gain over any humanitarian ideals. Despite this, Nemet remained more liberal and open than any other place in the north of the western coast, becoming known for its support of its citizens' education and the protection of their basic rights among other things.

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History

Conceptualization by Saskia

Both the first and second attempts at founding a state had been in Saskia's mind for a long time—essentially since her early childhood. This was largely due to the influence of her father, the golden dragon Borch Three Jackdaws, who shared the same values she would later uphold.

However, the idea would not be put into action until the "capture" of her father by a Nordling mercenary unit hired to bring him before the queen of Zerrikania.

Although Saskia attempted to rescue him, she failed catastrophically—largely because her own father prevented her from doing so, for reasons known only to him.

Fearing that he might suffer the worst possible fate (an ironic concern, given the devotion that Zerrikanian culture holds for dragons), and believing she lacked the influence needed to reach the queen, Saskia decided it was time to found her own nation.

She traveled across the Northern Kingdoms recruiting followers, gaining particular popularity in the kingdom of Aedirn. By early 1270, she would finally act—establishing her first attempt in the dwarven city of Vergen, in the Pontar Valley. There, she convinced both her followers and the local population of her utopian vision, giving rise to the first state.

Little is known about Borch's captivity or what ultimately happened to him. However, given that he is a dragon—and that he was taken to Zerrikania—it is widely assumed that he survived.

Several theories exist regarding the reasons for his capture.

That he refused to hand Saskia over to the Zerrikanian authorities to be raised and revered, that he himself refused to be worshipped as a golden dragon, or that it was related to the deaths of his lovers and bodyguards, the faithel Téa and Véa, which may have caused a serious contradiction within the religion of the matriarchy.

As is often the case, the truth likely lies somewhere in between.

Origins in the Northen Kingdoms (Early to mid-1270s A.R.)

The original Saskia's Free State was a state in Upper Aedirn created by Saskia, specifically in the city of Vergen sometime after the Second Northern War, this is why, later Nemet was also called Saskia´s Free State, as many called her previous attempt just simply the city-state of Vergen. Theoretically, it was a country without prejudice, where elves, humans, mages as mentioned before, and even trolls could live side by side, as was Saskia's vision.

However, the Lodge had different plans for the Free State and planned to take over the country and use it for their own purposes, primarily to transform it into a magocracy, similar to those that once existed in far-off Ofir. The leaders of this nation were to become Philippa Eilhart and Sheala de Tancarville, but after the

events of the summit at Loc Muinne in 1271, the Third Northern War started, and in the process, Nilfgaard defeated Vergen, with their defiant city being razed to the ground. Saskia, with a witcher (of different aspects according to the various tales, even white-haired), help, fled the city after the death of Barclay Els, the commander of the Makaham Volunteer Army. After losing the battle with the Nilfgaardians, the territory merged with was called by the Nilfgaardians as the province Aedirn.

After their defeat against Nilfgaard, what remained of Saskia's forces would retreat to Kovir and Poviss, where they would be forced to operate as a free mercenary company to survive, and would be hired by the powerful sorcerer Néstor of Rastburg during the King Tankred Thyssen occupation of the Hengfors League.

Throughout the entire campaign they managed to stand out during the capitulation of Creigiau, the assassination of Caingorn, and the assault on Barefield, although they really started in the conquest of the region of Tammerfors, crushing the intolerant Order of the Golden Stirrup. As a reward for their valuable service, Néstor allowed them to occupy one of the fortresses held in the foothills of the Dragon Mountains, from where they could prepare their expedition to the Far North, departing in 1273.

Rastburg also reportedly showed off the famous "*Dragon Maiden*" at various dinners and parties among Lan Exeterian high society, which is how she met the dwarf banker Nemetius Nemetvyn Gibellini, who would eventually finance her adventure.

The expedition to what later became Nemet (1273 A.R.)

Approximately a year after the end of the war, following the loss of her territory and accompanied by a small group of followers, including Nemetius, the dwarf who suggested Saskia to establish her state in a new location far from conflict, specifically in the Far North. Considering this advice, Saskia decided to attempt her Free State once again. She and her companions journeyed northward, exploring the region and seeking a suitable territory to establish their country in peace.

During their travels, they familiarized themselves with the area and searched for the perfect spot. In the summer of that year, they chose to settle in what would become known as Nemet, in honor of the dwarf who had suggested the idea to Saskia. Sadly, Nemetius had passed away from hypothermia before seeing his

suggestion come to fruition.

Establishing the nation came with its challenges, especially since initial emissaries reported reluctance due to the harsh climate and remoteness of the territory. However, the discovery of valuable resources by the dwarfs changed the fortunes of the nation, bringing some form of modest prosperity.

Foundation and First Years of the Country (1273 - 1279 A.R.)

The foundation—or rather, re-foundation—of the republic took place just one year after the end of the Third Northern War (1271–1272), and two years after the fall of Vergen.

After a long and grueling journey, Saskia and her followers finally found a relatively safe stretch of land. The journey through the Far North had proven deadly—many perished along the way due to the climate, hunger, unknown diseases, natural predators, and, most notably, previously unseen monsters.

Once the area was deemed safe, they began once again to build the utopia envisioned by the dragon. The country was named Nemet in honor of the dwarf who had originally financed the expedition but died before reaching it, as mentioned earlier.

Curiously, the first day of construction coincided with the second anniversary of the fall of Vergen. For this reason, the capital—once it evolved beyond a collection of tents—was eventually named New Vergen, in memory of the lost city.

However, these early years were far from easy. The harsh conditions of the region gradually wore down the spirit of the first settlers. While New Vergen slowly grew, its population steadily declined due to the constant hardships they faced.

The settlement might have vanished entirely—reduced to a mere footnote in history—if not for a turning point in 1279.

At that time, when collapse seemed imminent, local tribes—curious about the presence of non-hostile outsiders in such a hostile land—approached them. Initial attempts at communication failed, but eventually evolved into trade through barter once rudimentary pidgins were established. These, in turn, developed into creoles, enabling better mutual understanding.

This led to assistance from the local populations, preventing the early collapse of the settlement. Continued interaction fostered integration, as the newcomers

were able to convey the ideals behind their project. Over time, personal relationships formed, leading to offspring—and, crucially, to a population capable of sustaining the state in the long term.

The first tribes to join were the Arochi, Heruli, Triboci, and Zumi (of non-Weska origin), as well as the Wēpenātoškihik and the Keškemākapimatsik (of Weska origin). All of them would eventually evolve into distinct ethnic groups within the country.

The Witch Hunts and the refugees from the North (1272-1276 A.R.)

As the Witch Hunts began, many mages and non-humans sought refuge in Nemet, fleeing persecution elsewhere. The presence of the Eternal Fire subcult of the Nordling religion in Kovir (though minor) made it an unattractive option for them. Furthermore, Nyrvinlandi mages sought sanctuary in Nemet as well due to events like the Vinkald Trials, similar to the Witch Hunts, that occurred in the duchy during that period. However, some of them only stayed in Nemet temporarily, eventually migrating further to join the Jasha Republic.

Growth, Expansion, and the Establishment of Final Borders (1279–1283 A.R.)

During this period, Nemet experienced significant growth, largely driven by a combination of the previously mentioned local populations, the surviving exiles who arrived during the Witch Hunts (1272–1276), and their descendants.

As a result, the young state sought to expand beyond what would later become its final borders—especially in search of better lands that could sustain it more effectively.

This expansion was initially directed westward, but only temporarily. All the factors mentioned above, combined with expansionist attempts by the Kaedweni vassal duchy of Vespaden toward the east, led to a confrontation between the two.

After a series of border conflicts—which left both sides severely weakened due to the compounded strain of their existing challenges—Nemet chose to withdraw and limit its territory to the region where it had originally settled, plus a small surrounding area (though this did not prevent occasional exploration beyond its borders). A similar outcome occurred on Vespaden's side.

The Discovery of Kryobelitium Deposits (1285 A.R.)

For several years, Nemet remained little more than an ambitious yet poor nation —dismissed by many as a mere rumor, "*a group of madmen who had ventured into the cold to build something foolish*."

That changed in 1285.

On what seemed like an ordinary day, the six-year-old half-dwarf Aandeg Moran —son of the dwarf Xavier Moran and a Weska human woman—accompanied his father to work. During that day, he discovered something unusual: a strange material that would later be known as kryobelitium.

Once it was confirmed that the child was not lying and that the material was indeed unknown, it was studied and eventually named. Unfortunately, early research yielded largely negative results in several areas. It would not be until the arrival of the Aen Ghele that progress would be made in understanding its properties.

Even so, despite its limited immediate applications, the quasi-metal gradually began to attract attention. It was eventually discovered that Nemet held the largest known reserves of this material—possibly in the entire world.

Because of its exotic appearance, attempts were made to export it to other countries. Surprisingly, these efforts succeeded, gradually increasing Nemet's geopolitical relevance over the following decades. It came to be seen as a harsh land, but one rich in unique materials with potentially revolutionary applications.

This caught Kovir's attention, and the kingdom began purchasing vast quantities of it to study it thoroughly and eventually put it to use. This, combined with a series of previous successes by the Temerian Fabio Sachs in the Far East, led to the kingdom funding the explorer's second major expedition by 1286—this time to the Far North—after having rejected his previous expedition to the Far East after not considering it feasible, all of this — like the previous one who was under another crown, the Rivian and Lyrian one—, in exchange for Fabio securing trade treaties with distant territories, in this case, for Kovir instead of the Commonwealth, something that eventually would include Nemet due to the distance, and, to the crown's delight, he would achieve. Allowing Kovir to obtain a near-monopoly on kryobelitium in the North (since some countries like Vosgmark also possessed deposits—smaller ones, but deposits nonetheless) and thus enabling it to

maintain its status as the wealthiest country in the Northern Kingdoms and an unchallenged commercial power.

Nemet, in turn, also benefited. The influx of Kovirian wealth enabled it to significantly improve its standard of living—reaching levels comparable to many territories along the western coast, despite its harsh environment.

Commercial Treaty with Kovir (Winter of 1287 - Spring of 1288 A.R.)

The winter of 1287 to spring of 1288 was a crucial period for Fabio Sachs' Far North expedition as they spent time in Nemet, experiencing the harsh climate and aiding the young republic. Despite initial plans to continue north without stopping, they were compelled to stay due to severe winter conditions. During this time, they established connections and secured a trade treaty, As Fabio Sachs' expedition to the Far North was only made possible in exchange for promising lucrative commercial treaties with distant lands for the kingdom of Kovir during their travels.

Saskia's efforts during the sixteen years since the foundation of Nemet were evident, fostering an emerging nation where different races coexisted peacefully despite the challenging environment. The expedition was warmly welcomed, especially after presenting a trade treaty proposal as the Kovir's representation they were which only would increase prosperity for both the neutral northern kingdom and Nemet, so in exchange for help with various tasks, Saskia agreed to sign it. Even Iorveth and his Scoia'tael elves, who, after years of fighting, decided to leave the Northern Kingdoms and join Saskia's idea, were initially wary but were convinced of the expedition's goodwill, particularly due to having a witcher among them to address monster problems in the country.

The witcher among the expeditionaries, the Griffin, Putnam Pitch took charge of dealing with various monsters plaguing Nemet, including ice trolls, nuckelavees, mahahas, a chenoo, and a krampus. The encounter with these beings tested the expedition's skills and unity, with Putnam forming bonds with people like Roth, a dwarf who would become the future master blacksmith of the witcher school that Putnam would found along with Jolanta Dinmarb in the distant future—the School of the Crane.

Their efforts culminated in securing the country for Nemet's continued prosperity and finalizing the trade agreement. Departing in spring 1288, the

expedition carried Saskia's message of unity and harmony to the Northern Kingdoms, vowing to return when Nemet was more prepared to defend itself effectively. Sadly, none of the expeditionaries would return to Nemet, as they would die in later expeditions, the only exception being Putnam sometime during the 14th century (although this is only a rumor).

The connection with the Jasha Republic (1288-1300 A.R.)

Empowered by the passing of Fabio Sachs and his expedition through the country, more specifically of the tales of some of their members (mainly Sachs and Pitch) of the wonders of the Far East some members of the young nation decided to travel to that region of the Old Continent, which led them to discover the Jasha Republic, and eventually to establishment a somewhat form of connection between the two states, which was not improved due to a mix of the vast distances, the dangers on the road, and the geography of Nemet itself. However, this connection as mentioned earlier led to some permanent Nordling inmigration to the Far East land.

The Wild Plague and the Integration of the Aen Ghele (1290 A.R.)

Despite its growing success, problems continued to emerge in Nemet. Just five years after the discovery of the quasi-metal, deposits of several key metals—such as iron—were completely exhausted.

This halted the production of proper tools, equipment, weapons, and armor, leading to what became known as the *Wild Plague*. The name did not refer to a disease, but rather to the systematic nature of the deaths.

Without adequate tools and defenses, the Nemetians were once again exposed to the dangers of their environment—much like in their earliest years, but worse. By this point, some predators and monsters had grown accustomed to easy prey, such as local livestock and even the inhabitants themselves. As a result, casualties rose rapidly.

Fortunately, total extinction was avoided.

That same year, Iorveth, along with his former Scoia'tael, embarked on an expedition further north in search of their—at least to them back then—mythical *"snow cousins*." There, they encountered a group of Aen Ghele, whom they managed to persuade not to form isolated tribes in the tundra, but instead to join Nemet.

Upon their return, the Wild Plague was brought under control, thanks to one of these Aen Ghele—a blacksmith who knew how to properly work with kryobelitium.

From that point onward, Nemetian tools, equipment, weapons, and armor took on a unique appearance: resembling opaque ice with iridescent tones of shades of a specific color depending on the metals that were alloyed with the quasi-metal and the forging process (such as the order and intensity of hammering).

Two notable examples include: swords, when alloyed with dark iron, resulting in blades with a range of black tones, and armors capable of absorbing magic, created by combining kryobelitium with dimeritium—neutralizing the latter's anti-magic properties and transforming them into absorptive ones—giving them hues in the wine-red spectrum

These materials were named iorvethium and saskianium, respectively, and were classified within the family of eidolonometals—metals with a high percentage of quasi-metals. Unlike semimetals, they are considered a "*reflection*" of a pure metal.

The Early 14th Century, the War of the Two Unicorns and the Death of Saskia (1300–1318 A.R.)

The 14th century could be described as the *Century of Nemet*. The young republic reached its peak in nearly every sense—so much so that, while it did not truly fall into decline afterward, it undeniably changed.

During the War of the Two Unicorns (1309–1318), Nemet received an influx of refugees from Kaedwen. However, due to their Nordling mindset, they began to generate racial tensions within Nemet's otherwise harmonious multi-species and multi-ethnic society.

These tensions, tragically, culminated in the death of Saskia.

When Saskia revealed her dragon form stop the tensions, it did not intimidate the refugees—instead, it motivated them. Encouraged further when the local population innocently confirmed her true nature, they began to target her directly.

Unwilling to be ruled by what they perceived as a "*monster*," they harassed Saskia and all those who supported her. This escalated into killings—both

intentional and accidental—which in turn led to riots.

Eventually, as fear prevented anyone from taking decisive action against them, the situation reached its breaking point.

Saskia, driven by her commitment to her ideals, her utopia, her people, and the family she had built, refused to flee. Overconfident in her own power, she underestimated human ingenuity and cunning.

Caught off guard and attacked from behind while in her non-draconic form, she was killed.

Her assassination ultimately led to the expulsion of the refugees—the first time Nemet denied asylum and the opportunity to prosper within its borders.

What followed was the closest thing Nemet would ever experience to an interregnum.

Saskia's political husband and co-ruler, Néstor—who held the ruling position alongside her—fled the country. Not only did he fear for his life, but he also discovered that the children he had with "*the love of his life*" were not his, but Saskia's with others—primarily dwarven lovers, reflecting her sexual preference, with the exception of one child fathered by the elf Iorveth.

This period became ironically known as the *Age of Great Democracy*, as no suitable candidate could be found for leadership. For at least nine long years, the country functioned largely by inertia, while campaigns were conducted to find an appropriate Dux or Duxea.

The Transition and the Establishment of a Monarchy (1327–1340 A.R.)

Although it always denied being one—since the system bore some resemblance to that of the distant Maecht, allowing it, in a very loose sense, to continue calling itself a democracy—Nemet eventually transitioned into a form of balanced parliamentary monarchy.

This shift occurred when Saskia's children, following her death and the departure of their stepfather, came of age. Over time, they became increasingly idealized, especially among the Saskianist faction, earning titles such as "*The Blood of the Dragon,*" among others.

After nine years of political stagnation, one of Saskia's sons, Maghri eskotewi

Néstsaskirodzina Mekuo, rose to power as Dux.

When he later died in an avalanche, a combination of religious fanaticism and fear—fear that placing someone unrelated to Saskia in power would lead to weak leadership and a worse era—led to one of his siblings taking power, followed by that sibling's nephew, then the nephew's son, and so on.

This succession pattern gradually and indirectly created a monarchy, which was effectively consolidated by 1340.

According to less reputable sources, incest became a common practice within the ruling line to maintain certain "*draconic abilities*"—something that may have contributed, a few decades later, to the country's collapse, as it increasingly drifted toward a dictatorial system due to the well-known consequences of such practices.

The Haaki Invasion (1350 A.R.)

During the Haaki Invasion of the Northern Kingdoms, new waves of refugees once again reached Nemet.

However, this time, by order of the ruling Dux, they were massacred at the border in order to prevent anything similar to the events that led to Saskia's death.

The End of Nemet? (1400s A.R.)

It is not known with certainty whether Nemet still existed during this period—and beyond.

It is generally assumed that it did, given that its inhabitants had already proven capable of thriving in such a hostile environment, though it must be said, when the climate had been somewhat more favorable in those earlier centuries.

However, by the early 15th century, no trace of civilization was found on the surface of what had once been Nemet—at least according to most accounts.

This leaves its fate shrouded in mystery, with two main possibilities standing out. Either its inhabitants adapted, perhaps developing a semi-subterranean way of life similar to the dwarves of Mahakam or they were ultimately consumed by the slow but relentless advance of the Great Glacier and the climatic shift that would, over time, lead to the glaciation covering 90% of the northern hemisphere—the

White Frost, once prophesied by the elven seer Ithlinne.

Borders

Nemet is located north of the region of Gotland, relatively distant yet strategically close to important centers of civilization such as the Far North lands under the influence of Kaedwen, as well as the duchy of Nyrvinland to the south. Due to its remote location and almost inhospitable terrain, Nemet does not share borders with other states.

Climate

The country has two main climate zones. From the southern regions to the center, the climate is subpolar—characterized by long, extremely cold winters and short summers. From the center northward and beyond, the climate gradually becomes polar.

Average temperatures can reach as low as -40°C in winter and around 14°C in summer.

There are no transitional seasons. The slow advance of the Great Glacier at the top of the world, combined with the cold winds it generates—alongside those coming from the south—prevents them from forming.

As a result, only two seasons exist. Winter, also known as the wind season, when strong winds bring snow and cloud formations. These are generated by the interaction between the Great Glacier's winds and those coming from the south and summer, when the sun's position is closer, reducing wind activity. Without wind, there is no significant cloud formation or snowfall, as evaporation processes in the southern waters are diminished. This is further influenced by the fact that roughly 90% of the planet's landmass lies in the northern hemisphere, affecting atmospheric dynamics and the formation of freezing clouds.

Economy

Nemet's economy is primarily centered on the primary sector, with a smaller contribution from the secondary sector.

The primary sector is dominated by mining, followed by livestock, and, to a lesser extent, agriculture—since the climate severely limits what can be cultivated. For it´s part, the secondary sector focuses on the production of weapons, armor, and clothing made from animal hides derived from livestock.

Due to its relative isolation (though not isolationism), most of these goods are exported to nearby (but still far) lands—primarily Nyrvinland, the closest territory, and Kovir, thanks to a formal trade agreement. Hides, minerals, and metals are mainly exported to Nyrvinland and kryobelitium is exported to Kovir.

Akryobelitium ingot

As for imports, the situation is similar to Kovir—but on a larger scale. Nemet imports nearly everything it needs, due to the harsher climate conditions. These rich deposits would give rise to a powerful industrial elite that would form the true power of the republic, directly influencing the duxea and the dux.

Etymology

The name is derived in honor of Nemetius, the Borgese dwarf who inspired Saskia to refound her vision in the Far North.

The name Nemetius itself originates from Nemeton (not to be confused with the tree-like being of the same name) a word meaning *sacred place* in the language of the Migwesk people (part of the broader group known as the Weska). Term that in the early days of Nordling existence in the Old Continent became a loanword in the Nordlingaen language better known as Northern Common.

Culture

Accent

Due to the wide variety of peoples that came to make up Nemet—until relative isolation gradually homogenized them into something new—the country developed a rich diversity of accents.

However, the most common is Standard Nemetian. It is characterized by the aspiration of the *X* and by vowels preceding *M*, *N*, and *NG* being non-nasal—in

fact, the opposite. This feature is derived from the accent of the dwarves of Vergen.

Architecture

Most people in Nemet reside in cave-houses, a choice influenced by both the country's main export (the materials from mines) and the practical need for insulation and protection from the elements. Urban centers reflect this lifestyle, often developed with a dwarven influence both in architecture and town design. They feature underground complexes that serve as foundations for multi-level structures. Despite these limitations, these settlements are remarkably functional, incorporating elements that enhance inhabitants' quality of life, such as light shafts and strategically placed ventilation tunnels, which mitigate feelings of confinement.

Above ground, buildings are typically constructed from durable materials such as stone cabins to withstand the harsh weather conditions prevalent in Nemet.

Art

There is not much to say about art in Nemet. It is largely similar to that of the other Northern Kingdoms, but with clear influences from the local peoples who joined the state, as well as elven elements.

For example, bards continue to fulfill the same role they do elsewhere along the western coast.

What stands out most across all forms of Nemetian art—craftsmanship, painting, music, sculpture, and literature—is the abundance of avian motifs, likely because they symbolize themes such as freedom, spiritual transcendence, and resilience—ideas deeply embedded in the country’s identity.

However, it should be noted that after the deification of Saskia, other motifs—particularly dragon-related ones—began to appear, though not nearly as prominently as in Zerrikania.

Coming of Age

The age of majority in Nemet varies depending on the region. However, it always follows the same formula: Take the majority population, add the age at which they reach sexual maturity to the age at which they reach psychological

maturity, and then divide the result by two to obtain an average.

For example. In a predominantly human population: 13 (sexual maturity) + 18 (psychological maturity) = 31 → divided by 2 = 15.5 → rounded to 16 or in a predominantly elven population; 15 (sexual maturity) + 30 (psychological maturity) = 45 → divided by 2 = 22.5 → rounded to 23.

Currency

The currency used in Nemet is known as false ice. It is made from kryobelitium, as it is the most abundant material in the country—though not excessively so. Other materials such as iron or gold are either too valuable or serve more essential purposes to be used as currency.

As its name suggests, the coin has a cubic shape. This has led to awkward situations abroad, where people initially mistake it for actual ice—only realizing otherwise when it does not melt over time or due to its temperature.

The value of each unit of false ice is determined by its size, with standardized measurements set by the national mint. Any coin that falls outside these size parameters—either too small or too large—is considered invalid and cannot circulate.

Customs

The customs of Nemet are numerous and highly varied. The only common traits among them are their syncretic origins and the fact that, due to the local mindset, there is no single "*most popular*" custom—each is considered popular depending on who you ask.

However, there is one aspect that stands out to foreigners: their meal times and consumption patterns.

Nemetians tend to eat much earlier than in other countries (even compared to places like Kovir, Vespaden, or Vosgmark). Additionally, their meals are structured differently: lunch is usually the lightest meal, breakfast is of moderate size and dinner is the heaviest meal.

Daily Life

Daily life in Nemet begins very early compared to other countries, due to its latitude.

The day typically starts around 3:30 a.m., as sunset occurs as early as 1:07 p.m. There are slight variations depending on how far north one goes. While the phenomenon of the midnight sun does not fully occur, daylight hours gradually increase until it nearly does. During winter, the opposite happens: darkness progressively dominates the day.

Diet

The diet in Nemet is omnivorous. However, due to limited resources, it is heavily centered on meat consumption.

It also includes some domesticated local plants and their fruits—mainly berries—as well as mosses and lichens, which are cultivated and used to produce drinks, creams, soups, broths, and similar preparations.

As in other parts of the world, wealthier individuals enjoy greater dietary variety, thanks to easier access to imported goods.

Discrimination

Due to Saskia's original vision, there is no formal discrimination of any kind in Nemet—neither against humans nor non-humans.

However, subtle forms of discrimination still exist, mainly in the form of stereotypes brought by both the initial settlers and later populations influenced by that early cultural foundation. One of the Duxs, Néstor de Dun Tynne, was seen as someone with intolerance towards halflings and to a lesser extent dwarves, being directly singled out for it during his time in Lyria and Novigrad, although since these prejudices were false rumors, he had a genuine change of mind or it simply suited him politically, he had not the slightest problem living with these numerous races in Nemet once he consolidated himself as an important figure in the republic, even appearing to be a friend of its main leader, Tedhofrey Rutsenstein, an engineer turned mining magnate.

Fortunately, these attitudes rarely escalate. This is largely due to the country's justice system, as well as the harsh climate itself, which encourages cooperation as a means of survival—and, consequently, fosters a more community-oriented mindset, albeit with slight variations depending on the region of the territory where one it is.

Divorce

Divorce exists in Nemet and can be requested at any time by either party without issue. It is also a fast process, as the law mandates an equitable division of all assets.

In practice, each person keeps what they originally had, but may lose a portion if the total distribution does not reach an exact half.

This, combined with the harsh climate, creates an interesting dynamic: although divorce rates are high, so are reconciliations, as neither party truly benefits from the separation.

Fashion

Clothing in Nemet is characterized by a stylistic fusion of multiple influences: Nordling (particularly Aedirnian), dwarven, elven, and the styles of the tribal groups that joined the state.

As a result, Nemetian fashion is highly diverse and unique. Depending on the region, one influence may dominate over the others. However, the defining feature is that all these styles are so thoroughly blended that they become indistinguishable from their original sources.

Structurally, all garments share a core characteristic that unmistakably identifies them as Nemetian: the four-layer system.

These layers, distributed differently depending on the garment, consist of: one layer to wrap the skin, one to protect it from cold burns, one to provide general warmth and one to retain that warmth, preventing heat loss and hypothermia.

Even summer clothing follows this principle. The structure remains the same, with only the materials being replaced by lighter alternatives—though not drastically so.

As a result, Nemetian clothing is often described by foreigners as "*padded.*" A notable example is their boots, which are said to feel like "*walking on clouds with bare feet.*"

Health

Healthcare in Nemet can be summarized as a blend of knowledge brought by the original settlers and local practices—though the latter have been stripped of

their more ritualistic elements.

Hygiene

People in Nemet typically bathe at least twice a day: once for cleaning, and once to relax their muscles after work with a hot bath.

Men with beards often spend an amount of time grooming and maintaining them comparable to that which women in other regions dedicate to their own care—especially human and dwarven men.

Due to the scarcity of plants, perfumes are not commonly used. Instead, an equivalent exists in the form of a creamy paste, which is applied to areas more prone to developing odors or to those more likely to be noticed for scent-related reasons.

Justice

Nemet is located in an extremely cold region—arguably the northernmost area with a structured civilization, excluding the kingdoms of the Aen Ghele in the Great Glacier. It lies even further north than the duchy of Nyrvinland.

This environment, combined with the influence of the local tribes that joined the state, shaped a justice system that is notably simple and pragmatic.

For minor crimes, punishment consists of community service. For intermediate crimes, temporary exile with basic survival resources is imposed and lastly, for major crimes, true exile without any form of assistance is enforced.

All of this, of course, applies only after guilt has been properly established, as the country maintains a solid judicial system comparable to those found in other historical democracies.

Language

There are two official languages in Nemet.

The first is Nordlingaen, or Northern Common, due to both its simplicity and the fact that it was the language spoken by the state's original settlers. In practice, however, many creoles are spoken—both internal ones, shaped by the absorbed tribes and their influence on Nemetian identity, and commercial creoles used with external groups that interact with the state without becoming part of it.

The second is simply and aptly called Nemetian. It is a constructed language based on all the languages spoken within the country. It is not primarily used for everyday communication—since Northern Common and the various creoles fulfill that role—but rather for administration.

It was deliberately designed to be understandable to everyone regardless of their native language, as it is built upon the shared commonalities between them.

That said, at the vocabulary level, it can still be somewhat more difficult for a native Northern Common speaker to fully grasp.

Magic

As in any other country, magic have a present in Nemet. However, it is not strongly supported at the state level, as there are more immediate concerns in everyday life. The state typically only becomes involved in cases concerning Sources, who, due to their extreme rarity, in the first years of the country, were usually placed under the direct supervision of the bac-then Dux, who was one of them. Something that later Duxs inherited as a custom despite being not one.

As a result, many privately organized institutions exist, and magical study is, in most cases, encouraged. The primary ones include mage academies and druidic circles.

In addition, there are artificers, paladins—closely related to artificers, as they use runes created by them on their armor and weapons—and thaumas, a type of magic user that developed within the country.

Thaumas use the chemical reactions of their own bodies to draw power from a Ley Line and then channel that energy through chemical reactions of their own body into physical spells that affect only themselves.

To clarify the differences between various types of magic users and the thaumas (all of this after the process of extraction or similar)

- Mages focus, speak, and gesture to cast their spells.
- Witches and warlocks draw upon a specific emotion (both for extracting and channeling), then speak and gesture to cast their magic.
- Witchers simply gesture, relying on muscle memory to cast their magic—namely, the Signs.
- Priests enter a state of prayer and trance both to extract and channel magic. During the channeling trance, they hold an indirect belief in the archetype

represented by their deity (belief, not fact—important). Once the prayer concludes, they cast the spell without even realizing it.
- The avchiragchs of Haakland alter their brainwave patterns through chanting in order to cast. Their spells follow a general intent, but tend to be more unpredictable.
- The Izimpawu-Umenzi of Naphakdeizwe use a form of combat-dance that enables them to cast spells.
- Elementalists cast spells tied to a specific element with which they have a strong connection, placing them somewhere between the basic Signs of witchers and the multi-elemental spells of mages.
- Psionics, lacking the deep connection of Sources and instead being anomalies, use their own life energy to cast mental spells.
- The mystics operate at a level slightly below the Signs used by witchers.
- The tshadzinpas of Buyan rely on visualization to cast their magic.
- Druids use incantations, which somewhat resemble mages spells, though they differ in that they are based on a state of non-consciousness (not trance or concentration—an important distinction).
- Artificers imbue objects with power by engraving runes onto them.
- Paladins combine the trance used by priests with runes or glyphs inscribed on their armor. They are thus pseudo-magical users, as they cannot perform magic without their armor—both because they lack the innate ability, and because their runes and glyphs are specifically designed to activate through trance. Their magic is also reactive in nature.
- Tadibyas of Mayhen represent a hybrid system, blending elements of mages, priests, witches/warlocks, clerics, and druids in every sense.
- Runewrights of Ofir resemble artificers but can cast spells through written glyphs. This allows them to create extremely costly yet highly powerful spells, depending on how much of the glyph they can inscribe—something mages and similar users cannot achieve due to the natural limitations of their bodies.

Beyond these, many other traditions exist across the world, some even employing senses such as touch, taste, or hearing as the basis for casting magic.

Thaumas

Thaumas possess the ability—through altering the chemistry of their own bodies—to perform physical spells that would otherwise be impossible for a person to execute.

In most cases, such feats would either; destroy the target if used offensively, or severely harm the caster, producing effects similar to over-extraction from a ley line or excessive spellcasting

However, in the case of thaumas, these consequences are avoided because their magic operates through direct alteration of the body's physical structure. This is fundamentally different from protective spells, even if it may appear similar at first glance.

Regarding how they draw power from a Ley Line, their method follows the same principle as their spellcasting as mentioned briefly earlier: they do not extract energy through concentration like a mage would. Instead, they do so by altering their own body chemistry in response to the surrounding environment in the Ley Line.

This alteration is achieved through a combination of nervous system control and a state somewhat comparable to the sensation of a limb "*falling asleep*"—though without the actual loss of function.

Thaumas originate from some of the tribal groups that were later absorbed into the country, where they emerged as a primitive hybrid between a knight, a paladin, a witcher, and a mystic.

Marriage

Marriage in Nemet is open to everyone—not only to sexual minorities, but also across different races. It is the only country culturally related to the Nordlings where this is permitted.

In structure, it resembles marriage traditions found in the north-central regions of Aedirn, in Mahakam, and in the far south of Kaedwen. In practice, however, due to cultural syncretism, its form varies depending on the region of the country where one it is.

Mentality

The mindset of the average Nemetian can be characterized as both open and hospitable, shaped by the origins of their country.

At the same time, it can also be described as highly efficiency-driven in every sense—a trait molded by the harsh climate and scarcity of resources.

Additionally, Nemetians tend to judge others quickly based on first impressions: they may be highly prejudiced if someone fails to make a good impression, or, on the contrary, overly admiring and even blind if the impression is positive.

They are also hardworking, often excessively efficient to their own detriment, and exhibit a form of competitive communitarianism—that is, they compete to see who can contribute the most to improving the community.

These traits coexist with other similar characteristics, both positive and negative.

Military

Due to its remote location and focus on establishing a peaceful society, Nemet's military is relatively small. It primarily consists of volunteers trained in basic combat to defend the territory from bandits, monsters, and potential invaders. However, the harsh environment has instilled a strong sense of self-reliance in the population, making every citizen a potential defender.

Naturalization

Becoming a naturalized Nemetian is relatively simple.

First, the individual must have been exiled for unjust reasons. Second, they must live in the country for at least one year without causing any problems.

Religion

Nemet is a non-confessional state. Anyone is free to practice their religion, as long as it does not harm others or create conflict with different beliefs. This has led to a wide variety of religions across the territory, most of them syncretic in nature.

However, one stands out above the rest—though it is technically closer to a personality cult than a formal religion: Saskianism.

Practiced mainly among the absorbed tribal populations, it emerged relatively early in Nemet’s history. This was largely due to Saskia being forced to reveal her identity as a dragon to the population, both to impose order and to protect them from external threats.

As a result, among the tribal peoples, a form of devotion to Saskia developed based on her “*abilities*.” This was further reinforced by her status as a tangible,

historical figure, as well as by her leadership—perceived not as exceptional, but as reliably competent.

While most view this reverence as deep respect for a legendary leader, some later on, particularly among the younger generations of the tribal peoples, started to see Saskia more like a goddess among men than just a leader who created a place for those persecuted.

Shrines dedicated to her dot the landscape, depicting her human form or showcasing her draconic aspect. Prayers are offered for her continued guidance, blurring the lines between veneration and worship. This development is met with mixed reactions. Some dwarves and Nordling humans see it as a natural evolution of their hero's legacy; after all, she was known in the Northern Kingdoms with a kind of religious title, *the Virgin of Aedirn*. Others worry it could lead to religious intolerance within Nemet's diverse society.

Saskia herself when she was alive treaded this carefully, acknowledging the gratitude of her people while reminding them of the importance of tolerance and the shared values that have made Nemet a beacon of hope in the Far North.

Slavery

Slavery is completely prohibited in Nemet. Any act of disguised slavery that is committed and discovered is punished with the highest penalty: permanent exile.

Social Structure

Nemet’s social structure follows the same general shape found elsewhere: pyramidal.

The key difference is that, in this case, there is full social mobility. Individuals can rise to the highest levels or fall to the lowest with relatively few barriers.

Traditions

There are many different traditions in Nemet. It all depends on which part of the country you visit. But the most popular one is without a doubt, the Long March followed by the anniversary of the foundation of the capital of Nemet, New Vergen, celebrated every summer. The Long March is a grueling endurance test that commemorates the hardships Saskia and her followers endured while

searching for a new home. Participants trek for days through the harsh wilderness, carrying minimal supplies and facing the challenges of the environment.

So, as for the celebration of the foundation of New Vergen, it is pretty similar to any dwarven party, filled with boisterous music, and lively games that test strength and wit.

Toponymy

Due to the strong influence dwarves had in the early formation of the country, one of their traditions—specifically, how they name their weapons—has been transferred to place-naming.

As a result, locations are named according to the first impression they give to their discoverer or founder (in the case of settlements), leading to names that are, to say the least, quite unusual.

Writing System

Surprisingly, Nemet does not use the modern Nordling alphabet. Instead, it employs a hybrid writing system, developed from a combination of the modern alphabet and those created by the local human groups that joined the state.

As a result, speakers of Northern Common often find Nemetian more difficult to understand, as it is primarily a written language and only rarely spoken.

Women's Rights and Sexual Minorities

In Nemet, full equality exists under the law. Discrimination against women and sexual minorities is punishable—typically through temporary exile, with the duration increasing depending on the severity of the offense.

However, such cases are rare, going beyond isolated incidents and being more anecdotal than systemic.

Even within the more conservative circles, sexual minorities are not viewed particularly negatively. This is largely because they often take in and adopt children who become orphaned due to various factors—among them, the harsh climate.

As a result, the concept of an orphanage is not a permanent institution, but

rather a temporary one.

Demographics

Nemet has a population of approximately 55,600 inhabitants, making it somewhat larger than a major city such as Novigrad. Of these, around 15,000 are dwarves, approximately 10,000 are half-dwarves, around 2,000 are elves (Aen Seidhe) and half-elves. The remaining population is composed of parahumans, humans from a Nordlings minority, then mixed people, and the rest being local non-Weska tribal origins and humans from Weska origins, more specifically from the Northern Weska regional group, the latter two gradually absorbed through trade relations, and, from the 1290s onward, Aen Ghele dissatisfied with their rigid kingdoms, who—rather than forming isolated tundra tribes—chose to settle in Nemet after interacting with its people. These Aen Ghele, positioned between their former structured societies and a freer life, contributed to maintaining the existing elven population through unions with elves and half-elves.

Average number of children per woman

In Nemet, due to historical, climatic and land factors, the average number number of children per woman is around three (it is variable however, since it depends on the species).

People

Despite all the races that made up Nemet surviving over time—and even the emergence of new ones such as dwelfs (offspring of half-elves and half-dwarves, since elves and dwarves are not directly compatible)—the population continued to intermingle.

Over time, this process gave rise to what could be described as the average Nemetian. Due to the strong non-human presence, this group did not become just another human ethnicity, but rather a parallel branch of *Homo sapiens*, later classified as *Parahomo sapiens*.

These individuals were characterized by a physique similar to that of dwarves: robust, slightly shorter average height: around 1.56 m (women)

A Weskawoman of mixed ancestry, probably Aen Ghele

and 1.60 m (men), a lightly swarthy skin tone, subtle epicanthic folds (influenced by local Weska and non-Weska human groups), consistently high cheekbones (elven heritage), Nordling human hair types, Nordling human hair, eyebrow, and (for men) body hair colors, eye colors inherited from elves, broader skulls (result of mutations from intermixing), greater resistance to cold (elven heritage, particularly Aen Ghele), wider bones (and, in women, wider hips as well), due to dwarven heritage, larger eyes, adapted to dwellings made in caves often described as "*owl-like*", minor influences from very small non-human groups that eventually integrated into the population, and finally, functional polydactyly—causing the apparition of seven fingers—also the result of genetic mutation through mixing.

Races of Nemet

The races that make up Nemet are the following, from most to least numerous:

- Parahumans (the Nemetians)
- Dwarves
- Half-dwarves (resulting from the mixing of dwarves and humans)
- Humans (Nordlings, Weska, non-Weska tribal groups, and the subsequent ethnicities that emerged from their mixing)
- Elves (Aen Seidhe, Aen Ghele, and their mixed result, the elven ethnicity known as the Aen Nardole, *People of the semi-valley*)
- Half-elves of various origins
- Dwelfs (resulting from the mixing of half-dwarves and half-elves)
- Half-gnomes (minority)
- Gnomes (minority)
- Gnarfs (resulting from the mixing of gnomes and dwarves or half-dwarves) [minority, both in Nemet and Mahakam, though more common in Mahakam]
- Halflings (very small minority)
- Half-orcs (very small minority)
- Orcs (very small minority)
- Griggs (very small minority)
- Civilized goblinoids (extremely small minority)
- Half-halflings (extremely small minority, more common in Maecht, in the southern western coast)
- Ice trolls (in a semi-civilized state)

Examples of Nemetian Names

Names in Nemet are highly varied due to the diverse cultural substrate from which the country emerged. The naming traditions brought by these different groups were either preserved over time or evolved into closely related variants.

However, from the third generation of Nemetians onward—when the average Nemetian (and thus the parahumans) began to emerge as a significant demographic force—a new naming structure became increasingly common. Over time, it even spread to other species within the republic.

This structure is: *Second name + nickname + surname + first name.*

It arose as a way to give balanced cultural weight to the different origins of Nemetian society.

The second name is the one chosen by the individual, the nickname is given by friends, the surname is formed by combining the names of the father and mother, plus a suffix derived from the Nordlingaen word for family, *rodzina* (the order depends on which parent initiated the relationship), and lastly the first name is the one given by the parents at birth.

Over time, another phenomenon emerged: the increasing blending of spoken creoles, which led to the "*corruption*" (i.e., transformation) of traditional names from the Nordling cultural sphere, as well as from the local populations that joined the country.

Male Names

Appareim, Eighdem, Alekaner, Amadéi, Gerl, Ghreitobh, Kauti, Dreuant, Peranant, Gurebhri, Ghedemour, Ghdomer, Embhi, Eisol, Eiiek, Eiuen, Eipap, Labh, Labhokar, Kleuo, Madãåān, Maghri, Mekuo, Muisk, Reibho, Redhobh, Regiokar, Tiegut, Ueiktor.

Female Names

Alláa, Ansna, Bhuia, Cuthalwo, Chrihledith, Dahuth, Dynonne, Enialza, Haza, Hirel, Hohym, Junra, Maghriia, Navu, Neie, Nihada, Nulnanvasse, Serega, Sellirlas, Tatshurwarme, Vaza, Veede, Vuna, Welle, Wyva, Zecinwia.

Examples of Full Names

- Maghri eskotewi Néstsaskirodzina Mekuo

- Wyva wedaase Welleislrodzina Zecinwia
- Kauti ráhkis Tiegseregrodzina Peranant
- Vaza jaskat Wyvkautrodzina Vuna

Breakdown Examples

- Maghri (second name), eskotewi (nickname, *fire*), Néstsaskirodzina (surname: Néstor + Saskia), Mekuo (first name)
- Wyva (second name), wedaase (nickname, *brave*), Welleislrodzina (surname: Welle + Eisol), Zecinwia (first name)
- Kauti (second name), ráhkis (nickname, *lovely*), Tiegseregrodzina (surname: Tiegut + Serega), Peranant (first name)
- Vaza (second name), jaskat (nickname, *silent*), Wyvkautrodzina (surname: Wyva + Kauti), Vuna (first name)

Fauna and Flora

Due to its climate, Nemet has low biodiversity, and the species that do exist are highly specialized and resilient.

The northern part of the country is practically a frozen wasteland. In contrast, the more habitable southern and central regions contain scattered forest patches composed of spruce, pine, larch, birch, poplar, aspen, willow, and alder. These forests are accompanied by berries—such as blueberries, lingonberries, and cloudberries—as well as dwarf shrubs and mosses (like sphagnum), along with other rarer and unique plant species adapted to the local climate.

As for fauna, the same southern and central regions—where most life is concentrated—are home to typical cold-climate animals: large herbivores such as moose, caribou, and elk (some of which have been domesticated for food and transport), gray wolves, bears of various types, smaller animals such as snowshoe hares, beavers, lemmings, and mustelids. As with the flora, there are also rarer and unique creatures specifically adapted to the local environment.

Geography

The landscape of Nemet can be described in relatively simple terms. It consists of a semi-valley—not quite a depression, nor a flat plain between mountains, but

rather an irregular plain (with small, almost negligible hills) that gradually rises as one moves from south to north without losing its overall flatness.

In this sense, it can be described as a vast, gently undulating slope. In some areas, slight dips occur before the terrain rises again—almost like a natural staircase, though limited in its elevation by its nature as a nearly flat incline. This terrain is surrounded by mountains in all directions.

The most important of these are the Tuathasgia Mountains, which act as the threshold to the Great Glacier and, by extension, the final reaches of the Far North. These mountains connect with the slope itself through a gradual blending of terrain.

This geography makes communication and travel between settlements relatively fast and straightforward—though it also presents many dangers, as such an open landscape offers little natural protection.

The origin of this incline—and the reason it is not a conventional valley—is likely due to a flaw in the geological formation of what should have been a valley. While rare, such a phenomenon is not impossible. In that sense, it could be described as a "*geological abortion*."

Magical Orography

Ley Lines of para-elements derived from water run across the country, making this type of magic the most common in the land.

Natural Resources

Nemet's primary natural resources consist of metals, quasi-metals, and minerals. While it is far from being the mining powerhouse that Kovir is, it holds a unique advantage: it is located in the largest known reserve of the quasi-metal known as kryobelitium as mentioned before.

Akryobelitium vein

This is precisely why Kovir—through Fabio Sachs and his expedition to the Far North—signed a trade agreement with the country in the late 1280s.

It is also the reason why Aen Ghele who left their homelands initially began interacting with Nemet in the 1290s, as the material was of great importance to them for crafting weapons and armors.

Trade Routes

The only fixed trade routes within Nemet are internal. Unfortunately, there are no established international routes due to its location and terrain.

Foreign merchants must reach the country by their own means, and the same applies to Nemetian traders seeking to travel abroad. This is largely due to a combination of geographic isolation and difficult orography.

Water

Water in Nemet is primarily obtained from melted and boiled snow, or from aquifers (the latter mainly during summer).

There are no true rivers. Instead, the land is crossed by what are known as "*caress rivers*"—so named because they only "*brush*" the land rather than carving through it.

These consist of large discharges of water produced by summer thaw. Due to the general composition of the soil, they are unable to erode the terrain as normal rivers would. This continues until the water reaches areas where the ground composition changes enough to absorb it, eventually giving rise to aquifers.

Government

The government of Nemet consists of a democracy. Originally, it was a participatory democracy, but as the nation grew in population, it evolved into a senatorial system similar to the one once present in Nilfgaard.

In this system, senators represented the will of the people, effectively acting as one-person parties embodying the interests of multiple citizens.

However, despite Saskia's opposition, the system gradually shifted into a form of soft dictatorship with a growing cult of personality. This transformation was driven by the increasing demographic weight of local tribal populations and their cultures, which began to shape a distinct Nemetian identity through deeper syncretism with Saskia's Nordling roots and those of her followers.

At the same time, a religious cult began to form around Saskia herself, fueled by her limited polymorphic abilities as mentioned earlier.

As a result, by the time of Saskia's death, the system—under her successor—had evolved into something closer to a balanced parliamentary monarchy, where

power was evenly split (50/50) between the crown and the parliament, rather than a true democracy, despite retaining the name.

Thus, much like its original Pontar predecessor, it was a democracy—but only *de jure*.

Administrative Division

Ironically, for a republic, Nemet is divided into courts. These are not royal courts, but rather groupings of parliamentarians—an intermediate level below senators—who oversee the tier beneath them: the unions.

Unions are, as the name suggests, large clusters of settlements. They are governed by mediators, whose role is to resolve conflicts within the unions and prevent them from collapsing due to competing interests.

Each union is composed of communities, which consist of several nearby settlements. These communities are led by a warden, whose role is to protect them in a broad sense—particularly from potential abuses by the kyndiles.

Kyndiles are local leaders who govern individual settlements, functioning as a hybrid between a chieftain, a sage, and a mayor.

Leadership

Leadership in Nemet functions in a straightforward, recursive manner: the same structure is replicated from the highest level down to the lowest.

At the top, the process works as follows:

Multiple candidates present themselves for the position of Dux (dux in proto-Nordlingaen meaning "*leader*," derived from *viux* in Scholar's Tongue, with the same meaning), each with their own proposals.

The senators of the previous government conduct an initial filtering round, based on whether the candidates' proposals fulfill the "*three Ps*": a short-term plan, a medium-term plan, and a long-term plan.

Once a reduced pool of candidates is established, they begin campaigning. If they manage to convince the population, the people's will is transmitted to their respective senator through yes-or-no votes. Those who receive a "*yes*" advance to the next and final round; those who do not are eliminated.

The final stage consists of a senatorial debate. The senators discuss which of the

remaining candidates is the most suitable, and after deliberation, they select the desired dux.

Once the dux is chosen, their first action is to dissolve the senate and call for the same selection process to appoint new senators—since, as mentioned, the system repeats itself at every level.

However, since there are no term limits, this process can occur very infrequently. The most notable case is that of Saskia, the first duxea (feminine form of dux) of Nemet, who remained in power until her death.

Notable People

For the full list of known Nemetians, see Category:Nemetians.

Ethnic Groups

- Arochi
- Heruli
- Triboci
- Zumi

First Generation Nemetians

Dragons

- Saskia

Dwarves

- Adgarn
- Roth
- Thormar Holmsteinsson

Elves

- Iorverth (Aen Seidhe)
- Skamander (Aen Seidhe/Aen Nílfe mixed ancestry)

Mixed Humans

- Néstor of Rastburg (naturalized through marriage)

Nordling Humans

- Ketiloy Kormakdottir (mixed Skelliger ancestry)
- Toza

Second Generation Nemetians

Half-dwarves

- Maghri eskotewi Néstsaskirodzina Mekuo

Third Generation Nemetians

- Néstsaskirodzina family

Notable Locations

For the full list of known locations, see Category:Nemet Locations.

Cities

- New Vergen (capital)
- Raveloon

Mountain Passes

- Oakmere

Mines

- Conwy

Towns

- Rosedeer

Villages

- Marbledell

Notes

- As mentioned in previous articles, artificers have nothing to do with their counterparts in *Dungeons & Dragons*. They are not inventors, but rather experts in enchanting objects through runes, in accordance with canon.
- Paladins, on the other hand, are not canonical to the Witcher universe. However, in order to adapt them properly, they have been reinterpreted as a subversion of the typical fantasy trope—essentially functioning as fanatical clerics clad in magically empowered armor.
- Clerics themselves also do not operate as they do in D&D. Instead, they function as a magical hybrid between a priest and a witch/warlock: combining trance, archetypal belief (keeping in mind that, as Andrzej Sapkowski has stated, gods do not truly exist in the Witcher universe—only belief does), and emotion—in their case, fanaticism, which can manifest in many forms.

Trivia

- Thaumas, for their part, are inspired by the classic superpower of touching something and becoming that material—but in a far more subtle, indirect, and grounded way. Rather than breaking the laws of physics, their abilities operate within a fantastical framework that complements them: as their magic consists of physical spells that affect the user's body instead of overriding reality itself.
- Thaumas are also inspired—or rather *counter-inspired*—by classes such as the thaumaturge, kineticist, and magus from Pathfinder, as well as the monk from Dungeons & Dragons.
    - The goal was to create a class that feels truly unique, rather than a mere reskin, as is often perceived with the aforementioned Pathfinder classes and the D&D monk.
- Thauma (θαῦμα) means *amazement, wonder, or surprise* in Ancient Greek.
- The basis for the Nemetian language would be Þrjótrunn, a conlang derived from Icelandic and Latin. This would later be mixed with Algonquian and Sámi languages, as well as the expanded form of Northern Common present on this website.

- The average Nemetian serves as an indirect critique of many fantasy universes where interspecies mixing is allowed, but always stops at 50/50 offspring. And when it goes beyond that, it is often handled in ways that lack internal logic, usually justified through magic instead of engaging with speculative evolution.
- Dwelfs, on the other hand, are a reference to the similarly named homebrew race from Dungeons & Dragons, though reworked in a more logical manner—rather than simply crossing two very different races without deeper consideration.
- The Vinkald Trials are based in the *Salem Trials*[W].
- Some vrans tried to join the state of Saskia and leave the reservations, but the climatic conditions of the new state prevented them from doing so.
- The concept of Parahomo is inspired by a real-world idea: a proposed (though highly dubious) genus of hominin said to have lived on the island of Flores during the Late Pleistocene.
    - The name was introduced by Smith and Mangiacopra (2007) in an article within a cryptozoology book. They argued that its brain size, along with a mixture of derived and basal traits, suggested the need for a new genus, which they named Parahomo floresiensis.
- The Aen Nardole are loosely inspired by the Aevendrow from Dungeons & Dragons, but with a more grounded, ethnographic approach—aimed at portraying elves as a fully developed people rather than simply placing them in the far north without deeper justification.
    - Additionally, from a mechanical perspective in The Witcher TTRPG, they would function in a distinct yet straightforward way by combining traits from both Aen Seidhe and Aen Ghele. This approach avoids—while at the same time paying homage to—the trope of having "*elves of every flavor.*"
- The degeneration of Nemet is a blend of multiple sources, but it primarily references how democratic regimes can gradually turn into dictatorships. Special emphasis is placed on cases such as the dictatorship experienced in South Korea during the Cold War[W], which maintained a "*democratic façade*" while functioning as a dictatorship, among others.
- "*The Blood of the Dragon*" is, of course, an exaggerated parody of the House Targaryen, taking the consequences of inbreeding to a more grounded and

realistic level.

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breezewiki

BreezeWiki source code

Documentation and more information

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